

## PROTO IMPLEMENTATION IN MPEG-4



### FIELD OF THE INVENTION

The present invention relates to computer network based multimedia application in general,

5 and more particularly to PROTO implementation in MPEG-4.

### CONTINUATION DATA

This Patent Application claims priority from U.S. Provisional Patent Application Serial No. 60/182,212, filed on February 14, 2000, which is incorporated herein by reference.

### BACKGROUND OF THE INVENTION

ISO/IEC 14496, commonly referred to as "MPEG-4," is an international standard for coding of multimedia. Part 1 of the standard includes specifications for the description of a scene graph comprising one or more multimedia objects. Part 5 of the standard includes a software implementation of the specifications in the form of an MPEG-4 player. An MPEG-4 player parses a bitstream containing a scene description, constructs the scene graph, and renders the scene.

ISO/IEC 14496 specifies a system for the communication of interactive audio-visual scenes. This specification includes the following elements:

- 20   • The coded representation of natural or synthetic, two-dimensional (2D) or three-dimensional (3D) objects that can be manifested audibly and/or visually (audio-visual objects);
- The coded representation of the spatio-temporal positioning of audio-visual objects as well as their behavior in response to interaction;

Substitute  
Specification  
Approved  
RB  
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